



\$1.00 US
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APPROVED
BY THE
COMICS
CODE
AUTHORITY

DAREDEVIL

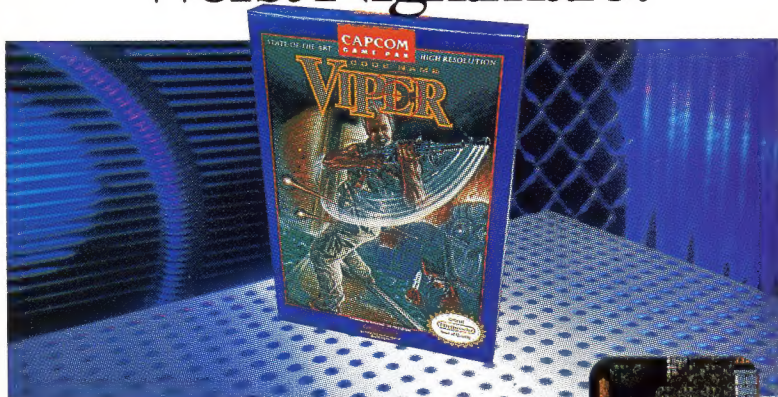
WHO
IS THE MAN
IN BLACK?



LW
AND
A.W.

DAILY BUGLE
WHERE IS
DAREDEVIL

Code Name: Viper You're The Drug Lord's Worst Nightmare!



Your commander has instructed you to destroy a powerful drug cartel in South America, free innocent hostages, and bring in the murderous Drug Lord. No Sweat, Right?

Within minutes of landing in the South American Jungle, you've infiltrated the drug cartel's bases. Dodging bullets, you stumble into a hidden door to find better firearms and ammo. Hostages, too. Things are lookin' up!

You must now locate your fellow agent and collect the explosives you'll need to finish your mission--and the murderous Drug Lord.

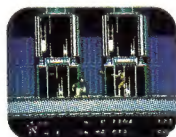
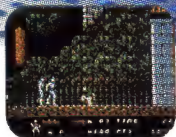
- **Power Jumping:** A great skill when you need to dodge bullets or mount sneak attacks.

- **Hidden Doors:** Behind them, find hostages, additional weapons and ammunition.

- **Secret Communique:** As you advance through the 8 levels, you'll uncover the message--and the dreaded Drug Lord.

- **Bombs:** Handed off by a fellow agent, use these to escape to a more challenging level.

- **Spectacular Graphics:** Sensational graphics make South America's dangers come alive!



CAPCOM
USA

3303 Scott Blvd. Santa Clara, CA 95054 (408) 727-0400

Code Name: Viper is a trademark of Capcom U.S.A., Inc. Capcom is a registered trademark of Capcom U.S.A., Inc.

THE SIGHTLESS SWASHBUCKLER HAS RETURNED TO MANHATTAN AFTER MONTHS IN UPSTATE NEW YORK... AND THEN A TRIP TO THE NETHERWORLD ITSELF.

IT'S EASIER TO READ SMALL TYPE WITH MY FINGERS...

BUT I THINK THIS HEADLINE SAYS DAREDEVIL STILL MISSING!

A POST HEADLINE!

WHY SUCH A BIG DEAL?

JUST HOW LONG HAVE I BEEN MISSING?

BUT THAT STAGGERING SOJOURN BEYOND EARTH HAS UNNERVED HIM, UNHINGED HIS MENTAL MOORINGS IN WAYS THAT WILL SLOWLY BECOME EVIDENT.

NOW, AS HE ATTEMPTS TO PICK UP THE PIECES OF HIS SHATTERED LIFE IN THE CITY HE LOVES, DAREDEVIL WILL DISCOVER HOW DEEPLY SCARRED HIS RECENT ODYSSEY HAS LEFT HIM...

THE OUTSIDER

ANN
MOORE
WRITER

LEE
WEEKS
PENCILS

AL
WILLIAMSON
INKS

MORELLI
LETTERS

SCHÉELE
COLORS

MACCHIO
EDITOR



BACK AT THE
BRIDGE...

WHAT DO I
HAVE LEFT
IN THIS
CITY?

I KNOW THE
SMELLS OF NEW
YORK. WHY DO
THEY SEEM SO
UNFAMILIAR
NOW?



I LOVED A
GIRL NAMED
KAREN.

WHAT
EVER HAPPENED
TO HER? I
REMEMBER
US TOGETHER
SO WELL.

I WASHED YOUR SUIT.

COME HOME IN
ONE PIECE TONIGHT,
OKAY?

I
TRUST YOU.
I KNOW
YOU'LL BE
BACK.

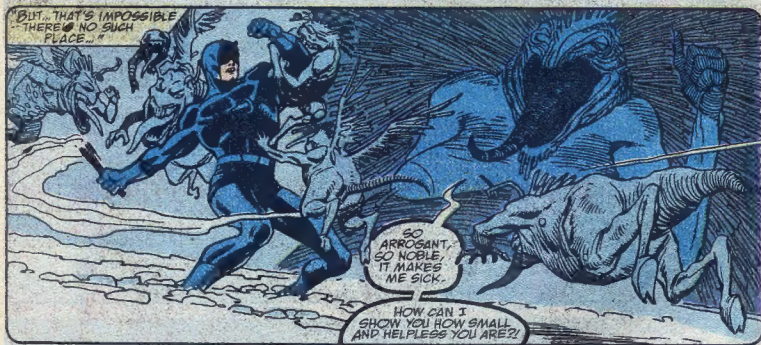
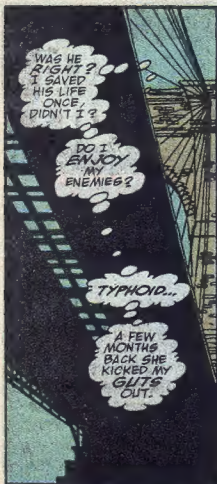
SHE TRUSTED
ME. THAT'S
WHAT HAPPENED
TO HER.

AND THOSE SMART
ENOUGH NOT TO
TRUST ME? MY
ENEMIES?

YOU COULDN'T
KILL ME, DAREDEVIL!

I'M THE ONLY ONE
IN YOUR LEAGUE.
THE ONLY ONE WHO
REALLY CHALLENGES
YOU.

YOU HATE
ME... BUT YOU'D
MISS ME MORE
THAN ANY-
ONE.



NEVER BEFORE HAS A FORCE OF ONE BEEN SO POWERFUL!

INTRODUCING

WRATH OF THE BLACK MANTA

Crime and kidnapping have put a death grip on New York, Tokyo and Rio. A solitary figure strives to squelch the misguided dealings of a bunch of underhanded terrorists bent on kidnapping innocent kids. Only the Black Manta possesses the powers that can save them.

PUT THE FORCE OF ONE ON YOUR WALL!

Send for your FREE Black Manta poster today! Quantities are limited.

Write to:

Black Manta Poster
Taito Software, Inc.
P.O. Box 1439
Bothell, WA 98011

- Master the awesome power of ten magical, Ninja martial arts
- Gather clues that allow you to track down El Toro, the evil drug lord
- Exterminate international terrorists
- Sensational color graphics
- Exciting soundtrack
- Fiercely challenging



Action!

Adventure!

Mystery!

Intelligent!



Rated 4 out of 5 for graphics and sound, challenge and theme/fun on the Power Player Meter!

Nintendo Power March/April 1993

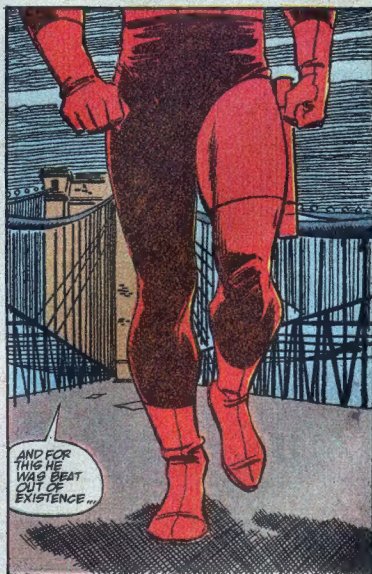
TAITO
THE ONLY GAME IN TOWN

Licensed by Nintendo®
For play on the

Nintendo
ENTERTAINMENT SYSTEM™



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ALICE

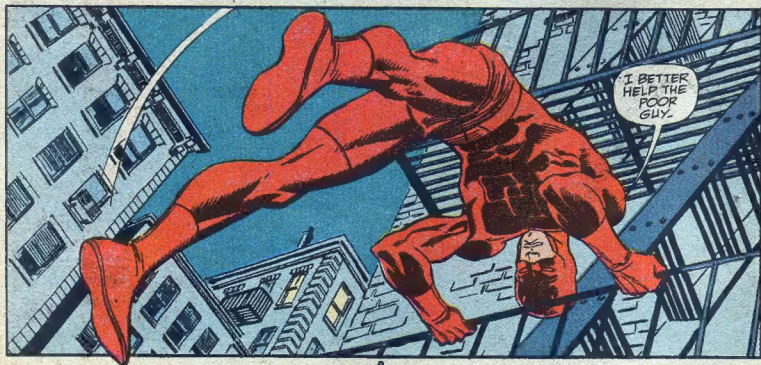
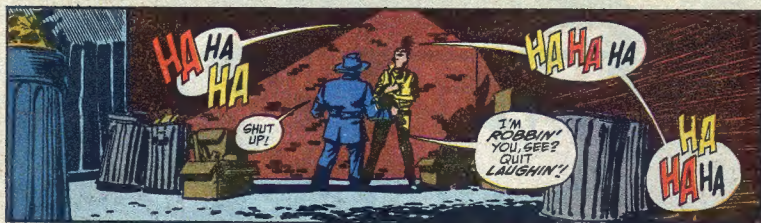
"NO ONE HAD THE GUTS...UNTIL NOW"

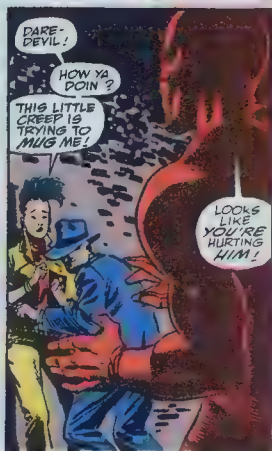
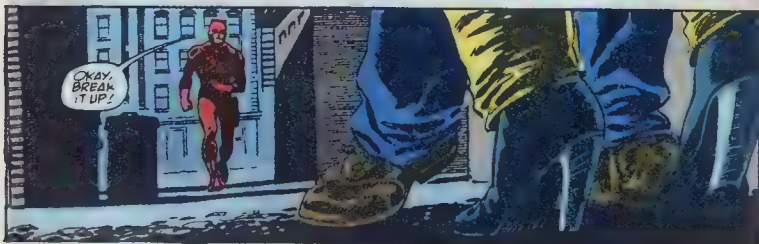


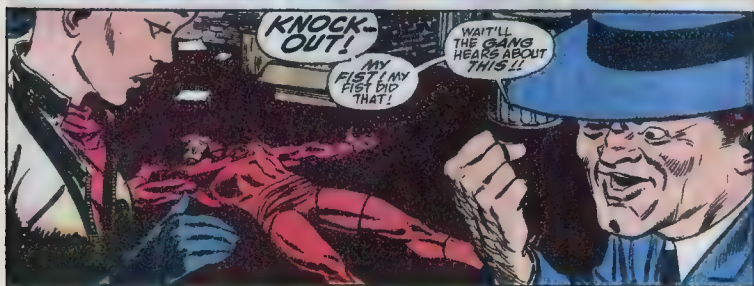
Nintendo
 ENTERTAINMENT
 SYSTEM



AKkaim
entertainment inc.
Masters of the Game









FLEER... FOOTBALL'S ROOKIE SENSATION!



ROOKIE
OF THE YEAR
1990



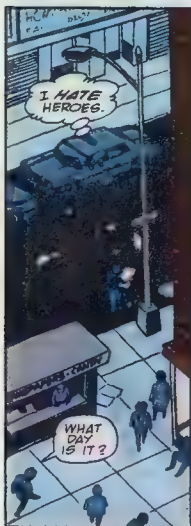
EXCITING 425 CARD ACTION-PACKED SET

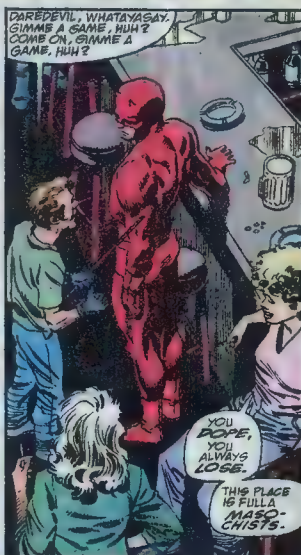
- SPECIAL FLEER ALL PRO SERIES
- TOP ROOKIES, SUPERBOWL MVPs
- FULL COLOR, 2 PHOTO DESIGN

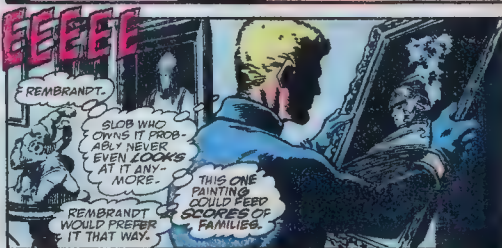


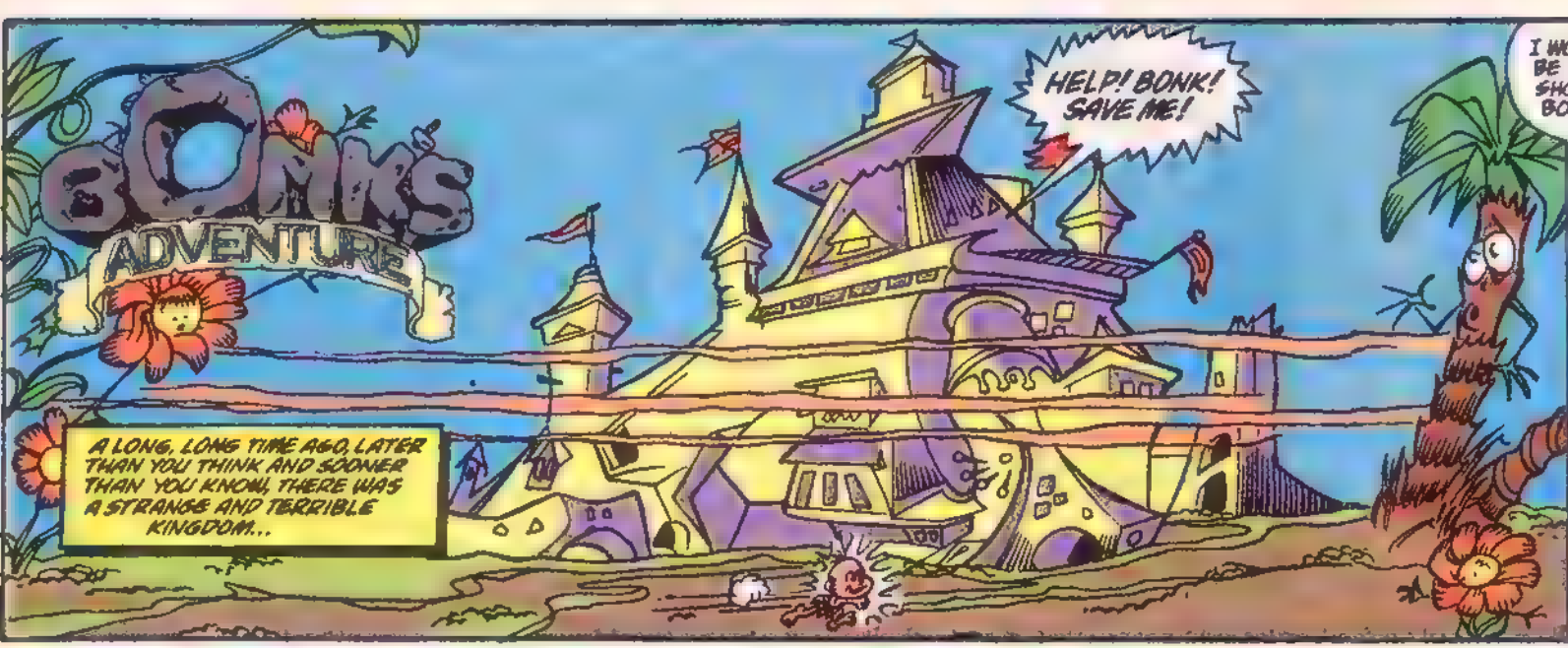
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Product

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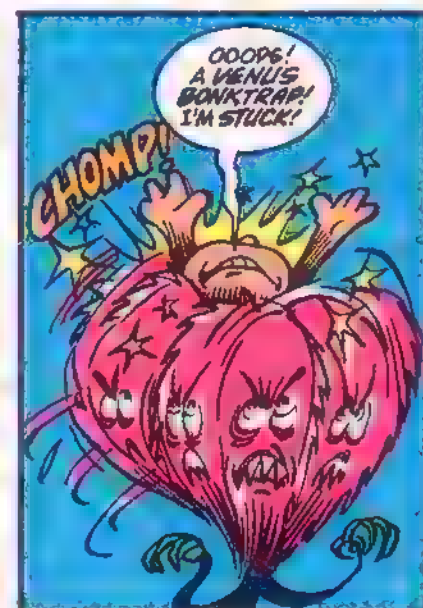
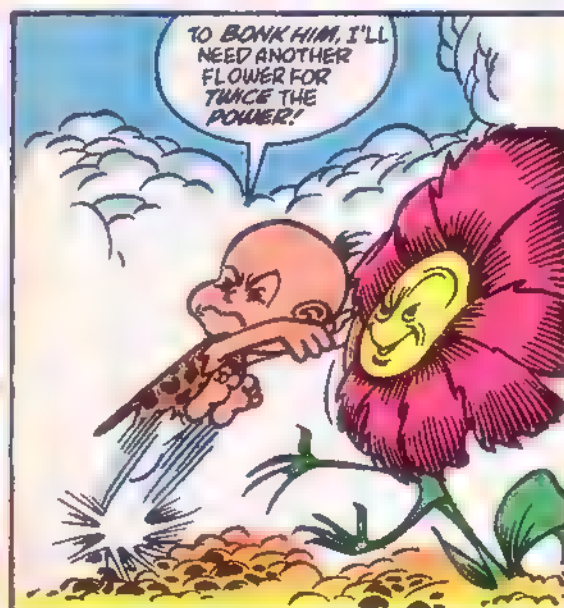
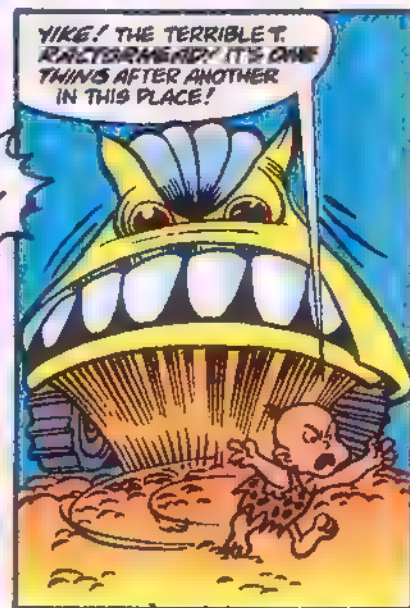
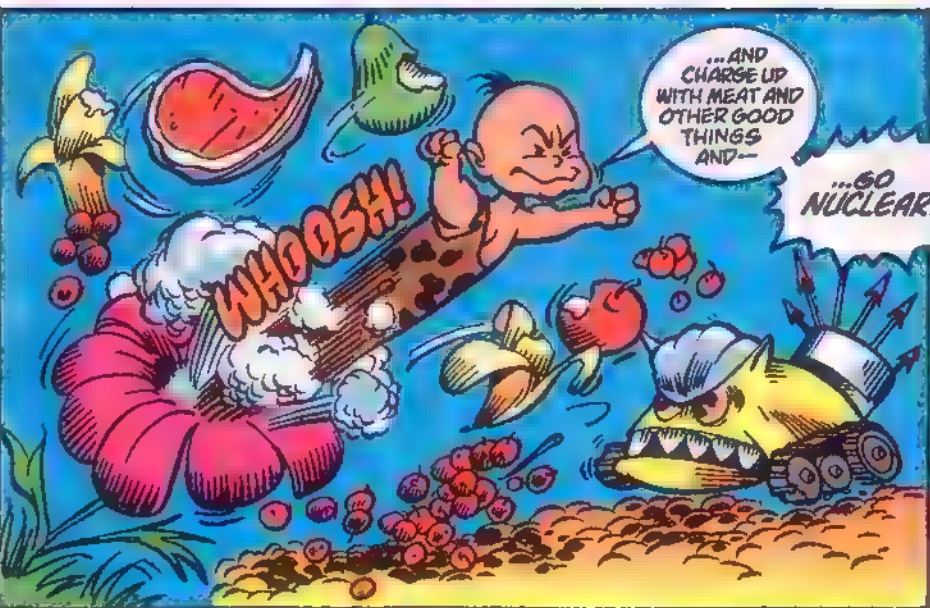
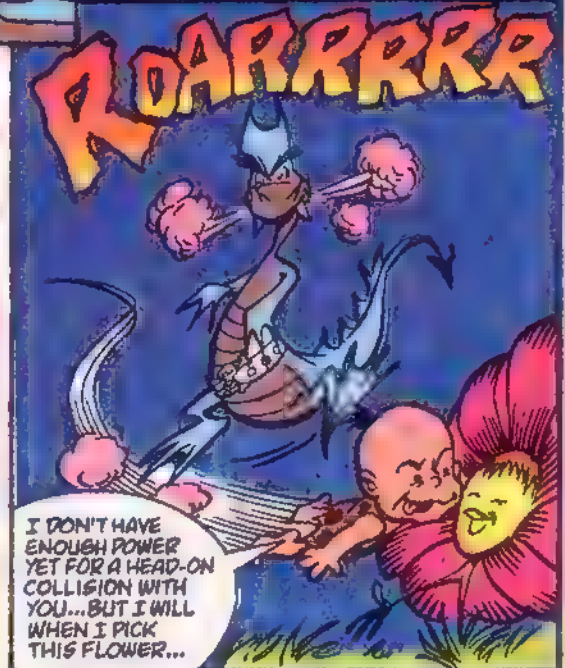
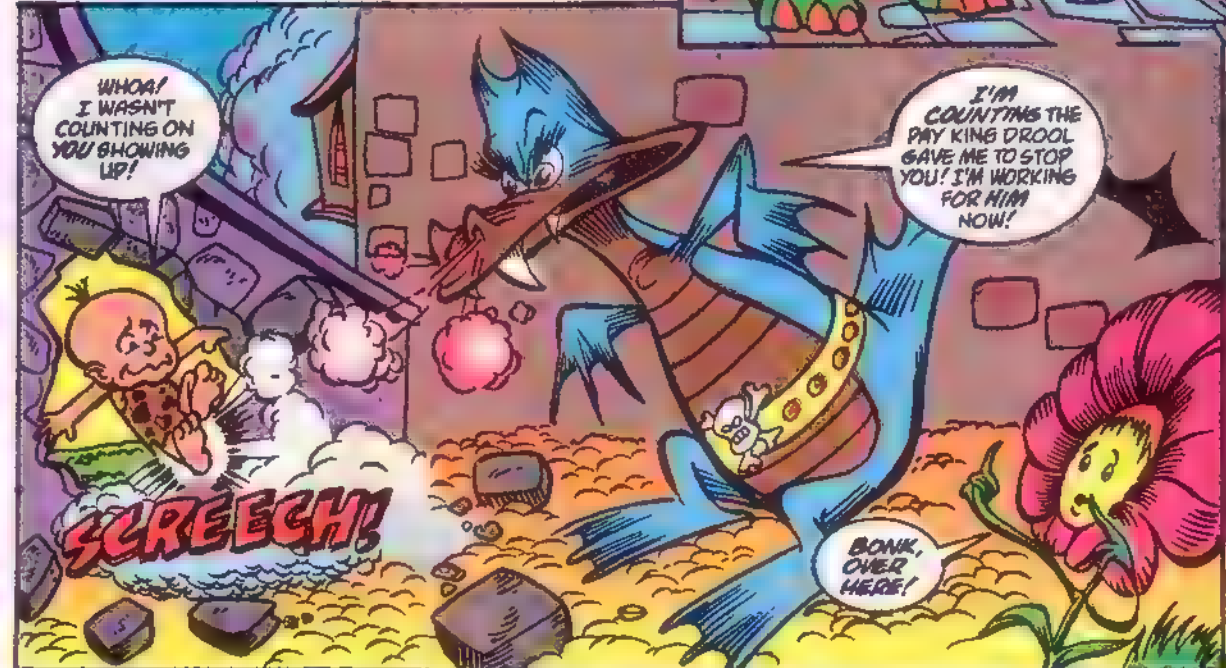
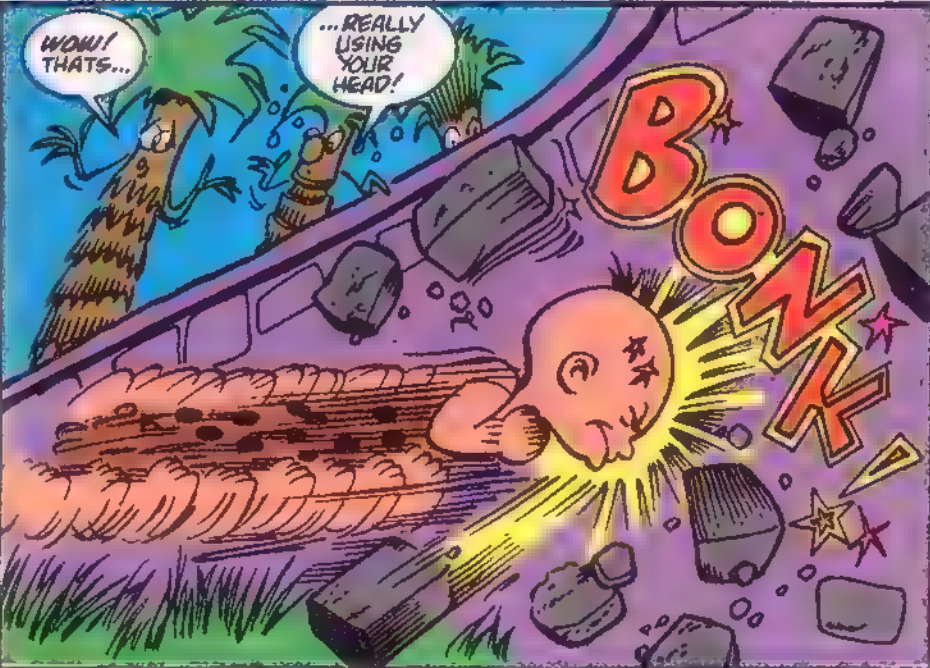
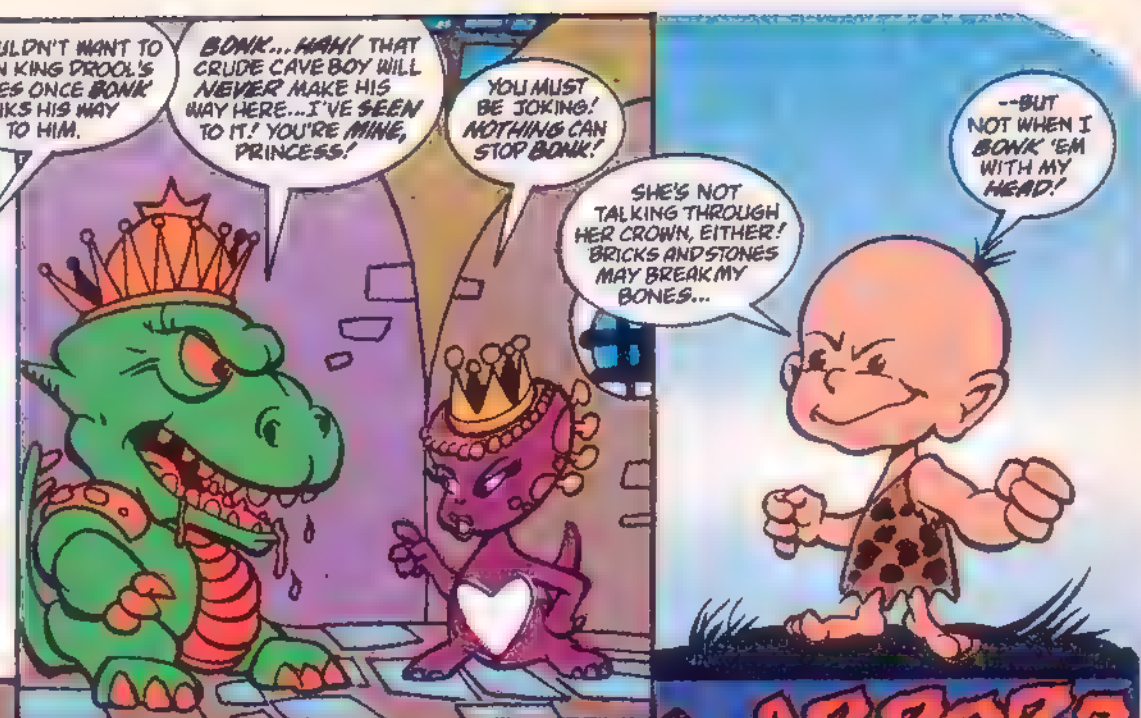








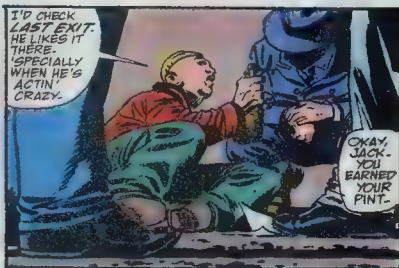
A LONG, LONG TIME AGO, LATER THAN YOU THINK AND SOONER THAN YOU KNOW, THERE WAS A STRANGE AND TERRIBLE KINGDOM...

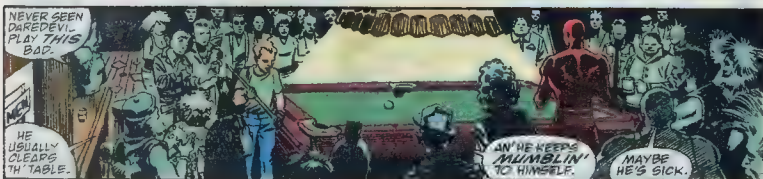
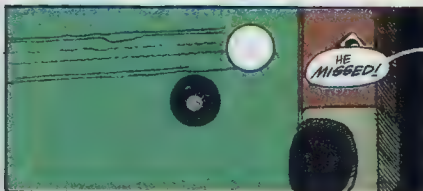
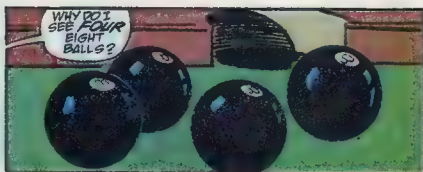


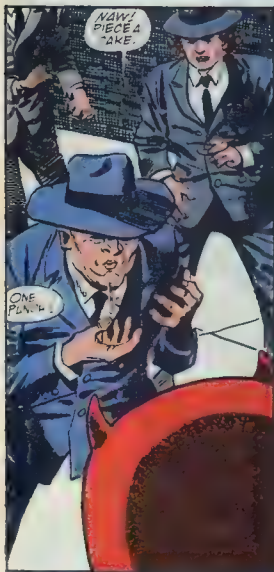
I'M DOOMED... UNLESS YOU SAVE BONK SO HE CAN RESCUE ME... IN THE ALL-NEW -- TURBO-GRAFX 16 BONK'S ADVENTURE

TURBO 16 GRAFX

BONK'S ADVENTURE







COMICS

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WHAT

1989 Series 1 \$2 2 Punched

16 X-Men/7 Wolverine/510 3-

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WOLVERINE

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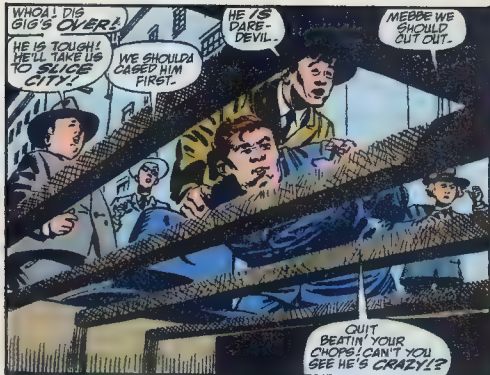
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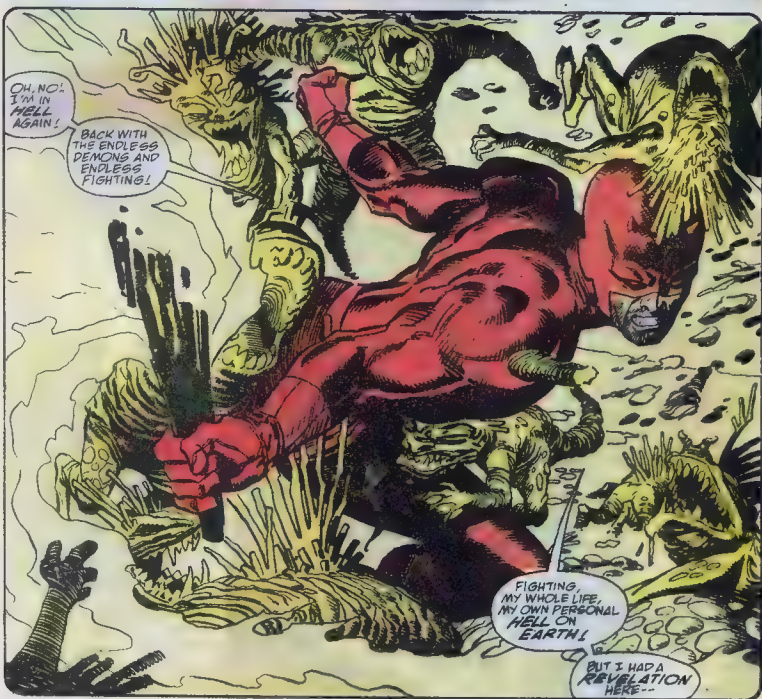
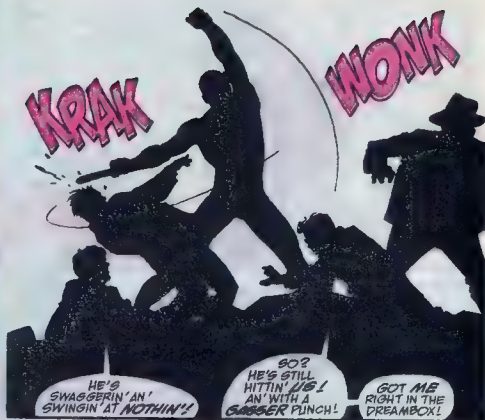
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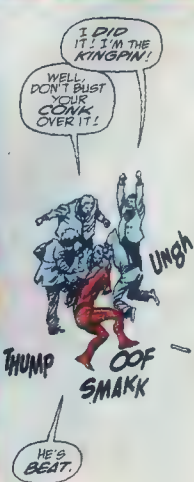
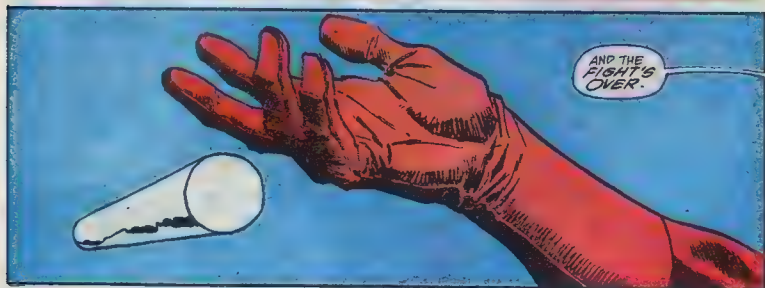
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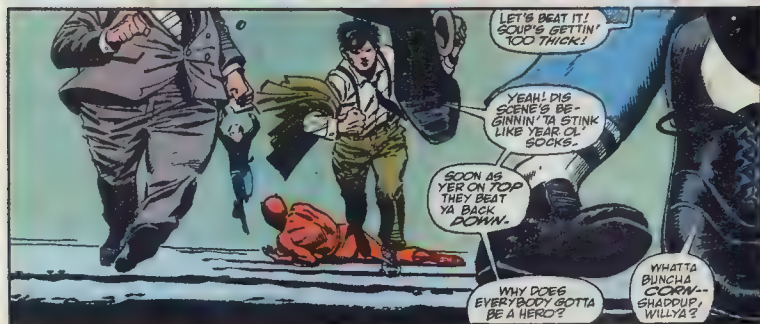
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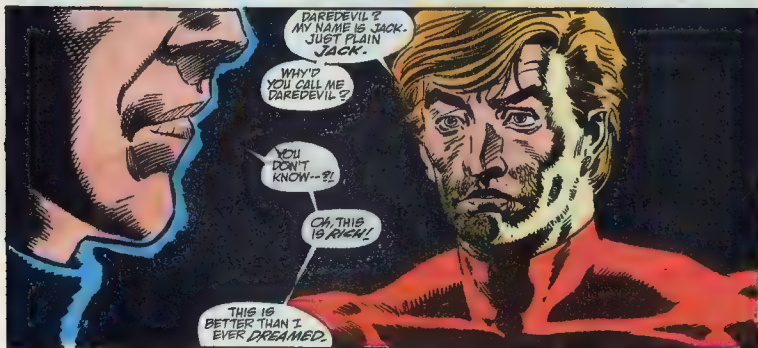
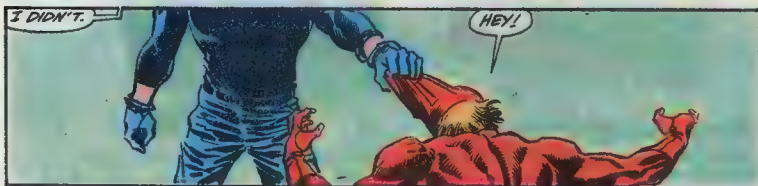
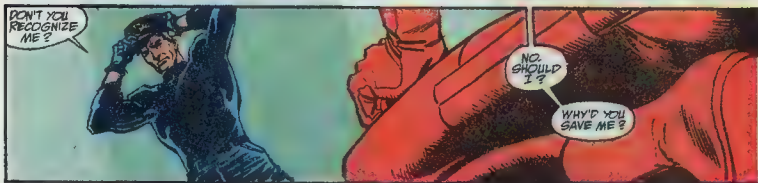
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A Great Thing...



...Just Got Better!



Keith Jackson's 1989 Pro Set card



Keith Jackson's 1990 Pro Set card

Announcing 1990 NFL Pro Set!

In its record rookie year, 1989, Pro Set had a dream season, presenting the action and excitement of the National Football League as no card series ever had.

But Pro Set, the official card of the NFL, isn't resting on its laurels. Pro Set is back in 1990 with more than 800 new cards that have collectors, hobbyists, and football fans buzzing.

All New Series I...

Here's the 1990 Pro Set game plan: In May, Series I (green packs) debuts with more than 400 player and coach cards, award and stat leader cards, AFC Pro Bowl players' cards, and Super Bowl theme art collectibles. Each pack also includes a Pro Set Playbook containing two special features—*Instant Win* and *Get the Points!*, in which extra points may be saved to get free or discounted NFL merchandise.

...and Series II

In September, 1990, Series II (yellow packs) will hit the stores with *totally*

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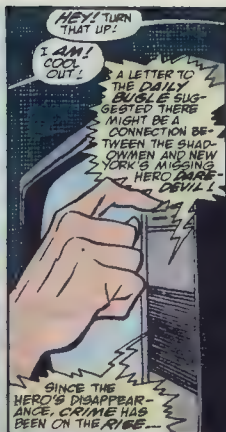
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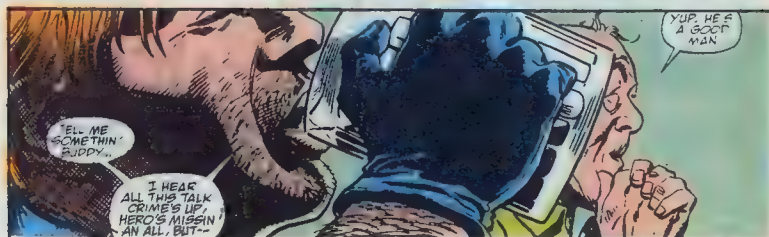
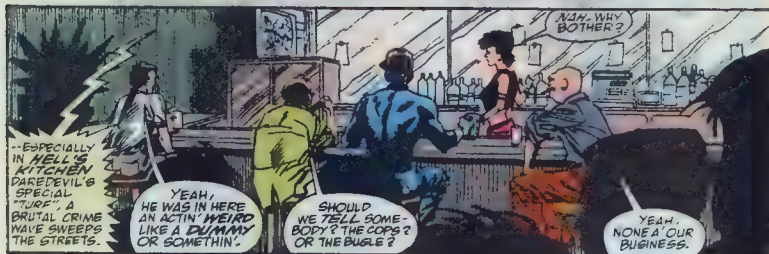
WHO'S RESPONSIBLE FOR THESE SHADOWMEN... WHY PAINT SHADOWS WITH HORNS?




SINCE THE HERO'S DISAPPEARANCE, CRIME HAS BEEN ON THE RISE...



BEAT HIM? CHUCKIE??





I STILL
DON'T GET
THIS "HERO"
STUFF.

JUST
WHO IS
THIS
PARE-
DEVIL?

AND WHAT
THE HECK IS
HE OUT TO
PROVE?

CONTINUED...

DEVIL'S ADVOCATE

RALPH MACCHIO: EDITOR—MICHAEL HEISLER: ASSISTANT EDITOR
C/O MARVEL COMICS—387 PARK AVENUE SOUTH—NEW YORK, NEW YORK—10016

ATTENTION CORRESPONDENTS: ALL LETTERS TO BE CONSIDERED FOR PUBLICATION MUST INCLUDE YOUR NAME AND ADDRESS THOUGH WE WILL WITHHOLD THAT INFO BY REQUEST

Dear Devil's Advocate:

I would like to start this letter with a heap of thanks to all who EVER worked on DAREDEVIL. I have watched Matt Murdock (and Daredevil as well) go through some incredibly hard times in their lives. From avenging the death of "Battlin' Jack" Murdock, to stopping youths from committing acts of violence; from liberating lab animals to saving peoples minds from insanity.

I hope that Matt Murdock gets his license to practice law back again very soon, because it seems that there is where his battle for justice gains the most strength. In addition to the recognition I gave all of you (that you so richly deserve) I think I also am deserving of reward in the form of a No-Prize. In DD #278, Daredevil is supposed to be unshaven throughout the story. Ah, but in panel #4 on page 14 and again in panel #1 on page 24, he has no whiskers! I doubt that he could have whipped up a shave in-between panels, and still grown the beard back by the next panel! So, does this earn a No-Prize??

Andy Shanks
28 Concord Road
Wayland, MA 01778

Hey, looks like you're just in time for another quick run-thru of the Official Marvel Yearly Get-Yours-Today Rules for No-Prize Garnishment and Acquisition, 1990 edition. Actually, the No-rules which can't win you a No-Prize are pretty simple, so we'll save them for later on in this letters page. It can wait—so long as no one does anything really wild, like, oh, trying to scam a No-Prize from, oh, say, a mistake in the letters page. Ha ha! Only kidding. Sometimes we're just too silly.

Dudes,

I have just finished reading DAREDEVIL #279. I enjoyed it greatly, and can't wait to get to the next issue. But that's not why I'm writing. What is a No-prize? Do you get a No-Prize for pointing out a mistake? If so, maybe I could get one. In issue #279 of DAREDEVIL, on the letters page, Lon Wolf talks about issue #271, but in the answer, you had #217. I happen to think 217 is different from 271. But I'm curious.

Matt Koskenmaki
1297 Summit Avenue
Saint Paul, MN 55105

AAAAAARRGH! Too late. Oh well, might as well get this over with.

A No-Prize is a fun award, presented: to those ever observant, stalwart Marvelites (read: to a reader who is on his toes) who not only spot a nebulous incongruity among our hallowed pages (read: who spots a serious mistake) but also somehow manages, through intuitive insight and explanatory abilities bordering on genius (read: but figures out a way to explain) to prove beyond the shadow of a doubt that the perceived guffaw was in fact, totally

congruous with the existing story structure (read: why and how the mistake really wasn't a mistake, after all) thereby preserving the very fabric of the space-time continuum within the boundaries of the ever expansive Marvel Universe (read: and makes us all look good!). Phew.

We don't award No-Prizes for letters pages, or for minor mistakes of any kind—at least not on this top-of-the-line, standard setting title. (read: Ralph is very particular—and stingy!)

Anyway, that's the idea. And hey, if you think it's tough on you with all these No-Prize Non-rules, think about all the assistant editors here who have to know 'em well enough to say 'em backwards three times on a match! Sheesh!

Dear Devils,

Issue #278 continues the trend of pursuing the literal sense of the word "Daredevil." Blackheart is an interesting anomaly, in which you have Daredevil riding the devil. If nothing else, you have turned this book upside-down, and in the process managed to shake out the cobwebs which were beginning to accumulate in this title.

Whereas Mephisto was known as a heavyweight for the likes of Thor and the Silver Surfer, you have made Daredevil much more than his equal, psychologically.

At first I was concerned as to whether or not Daredevil could survive outside of his concrete jungle. Isn't it amazing that of hominid escaped Heils Kitchen only to run smack dab into the devil himself? I suppose you can run, but you can't hide.

On a related note, Ann has left me hungry for an Inhumans series, or at least a mini-series. I can't think of another group of characters more suited for a re-appearance into the waters that make up mainstream Marvel.

Charles Novinski
P.O. Box 1323
Grand Junction, CO 81502

Thanks, Charles. We like to think that DAREDEVIL is an exciting book whether its upside-down, sideways, or backwards, and it's good to know it's working for you! As for your Inhumans series sidebar, you know as well as we do—maybe better—that anything is possible in the Marvel Universe. If the readers demand it! So everyone, stand up and be counted!! Inhumans-to-be, or not to be, that is the question!!! We now return to our regularly scheduled letters page.

Dear Marvel,

Issue #278 was great! I am looking forward to the end of the Inhumans saga. But where are Foggy and Karen? Will we ever see them again, and do they wonder where Matt is? Will Matt ever return, and is the Kingpin looking for him? Keep up the good work, and until

Daredevil becomes Mephisto's good buddy,
Make Mine Marvel!
Neil Sahota
3861 Wisteria
Seal Beach, CA 90740

Foggy and Karen are still alive and...well...alive in New York, N.Y. Whether they'll be there to greet Matt/DD with open arms or sharpened screwdrivers is another story. And that's what we love about DAREDEVIL, right? There's always another story.

Dear Devil's Advocate,

Since I started reading DAREDEVIL with issue #268, I promised myself to write to show my appreciation if the book continued its high standard. When I read #278, I knew the time was right to put pen to paper for the first time.

"The Deadly Seven" was an exquisite piece of storytelling and superb artwork. However, good as it was, it's difficult to single out as best, because all of the recent issues have been of such a high standard.

Ann's use of guest players and her characterizations of them are better than I have seen in any other book. Mephisto is primeval evil (sic) in its purest form, his huge, bestial frame hiding something so stylish, controlled, and yet so elegant. I've always thought Mephisto was an excellent villain for Daredevil, and that he was sorely missed in other books. He may not have the overbearing, dominant brashness of Dr. Doom, or his obligatory megalomania, or be as eye-catching or charismatic as a cheap hood in an expensive costume, but he is far more subtle and, so far, more terrifying. No fancy gimmicks here, just simply owning malevolence, perfectly evoked by John Romita Jr.

John's artwork is the perfect foil for Ann. His technique, choice of angle and paces; light and dark and shadow and fluid movement through each page show a true artist. His two recent covers (especially "Hollow Victory" and "Golden Flut") have been worth the price on their own! I don't buy many comics, which makes me even more eager for each new issue.

Needless to say, #278 has become one of my all-time favorites. I've been reading old issues back-to-back with the new, since I've just joined up, and I'm catching up. I reckon the book is easily comparable with what has gone before, even "Born Again" and the "Elektra Saga."

Which brings us nicely to Bullseye. Please bring back Mr. Pondexter! I'm sure you could bring a fresh slant to the saga and would do it well. I dare you!

Mr. M. Pearle
15 Micawber Road
Poynton, Cheshire, ENGLAND SK121JW

Well, due to overwhelming demand, "M", Bullseye is back, but seeing as Daredevil is on a little vacation, the man who can make anything a deadly weapon is taking on Captain America! Look for him in Cap's bi-weekly jaunt this summer, on sale now!

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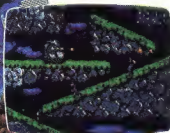


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